

AMENDMENTS TO THE CLAIMS

Claims pending

- At time of the Action: Claims 1-51.
- After this Response: Claims 1-60.

Canceled or Withdrawn claims: None

Amended claims: 11, 24, 39, and 49

New claims: 52-60

1. (Original) A mobile device, comprising:

10 a keypad of number keys, the number keys having associated letters;
11 a language system to receive an input string entered via the keypad that is
12 representative of one or more phonetic characters and generate likely language
13 characters based on the input string;

14 a display to present the likely language characters for user selection; and
15 the language system being configured to facilitate input of the input string
16 and selection of a language character without switching modes between input and
17 selection.

18
19 2. (Original) A mobile device as recited in claim 1, wherein the
20 phonetic characters are Chinese Pinyin and the language characters are Chinese
21 Hanzi.

22
23 3. (Original) A mobile device as recited in claim 1, wherein the likely
24 language characters are presented on the display in an index that associates
25 selection keys of the keypad with the language characters so that user entry of a

1 selection key results in a selection of a corresponding language character and user
2 entry of a non-selection key results in further input.

3
4 4. (Original) A mobile device as recited in claim 1, wherein the likely
5 language characters are presented on the display in an index that associates
6 selection keys of the keypad with the language characters, the selection keys being
7 selected based on whether the letters associated therewith follow the phonetic
8 characters already entered.

9
10 5. (Original) A mobile device as recited in claim 1, wherein the
11 language system includes an association module that automatically presents the
12 language characters as the user depresses individual keys.

13
14 6. (Original) A mobile device as recited in claim 1, wherein the
15 language system includes a sentence-based search engine to derive the language
16 characters based on context of the input string within one or more words of a
17 common sentence.

18
19 7. (Original) A mobile device as recited in claim 1, wherein the
20 language system includes a language model to statistically derive the language
21 characters.

22
23 8. (Original) A mobile device as recited in claim 1, wherein the
24 language system includes a character-based bigram language model and a word-
25 based N-gram language model, where N>2.

1
2 9. (Original) A mobile device as recited in claim 1, wherein the
3 language system converts the phonetic characters to the language characters.

4
5 10. (Original) A mobile device as recited in claim 1, wherein the
6 language system includes a direct key-based search engine that generates the
7 language characters based on a key sequence entered on the keypad in lieu of
8 converting the phonetic characters to the language characters.

9
10 11. (Once Amended) A mobile device as recited in claim 1, wherein the
11 language system includes a surname model to detect surnames in the input string.

12
13 12. (Original) A mobile device as recited in claim 1, wherein the
14 language system includes a first name model to detect first names in the input
15 string.

16
17 13. (Original) A mobile device as recited in claim 1, wherein the
18 language system comprises:

19 a first name model to detect first names in the input string;
20 a surname model to detect surnames in the input string; and
21 a character-based bigram language model.

22
23 14. (Original) A mobile device as recited in claim 1, wherein the
24 language system comprises:

1 a resident language model residing on the mobile device to statistically
2 derive the language characters using a first statistical language model; and
3 a nonresident language model residing on a remote server,
4 communicatively coupled to the mobile device, to statistically derive the language
5 characters using a second statistical language model.

6
7 15. (Original) A mobile device as recited in claim 1, further comprising
8 a scroll control key to present other likely language characters.

9
10 16. (Original) A mobile device as recited in claim 1, embodied as a
11 mobile phone.

12
13 17. (Original) A mobile device, comprising:
14 a keypad of number keys, the number keys having associated letters of an
15 alphabet; and
16 a direct key-based search engine that generates possible language characters
17 that are not part of the alphabet based on a key sequence entered on the keypad.

18
19 18. (Original) A mobile device as recited in claim 17, wherein the
20 alphabet is an English alphabet and the language characters are Chinese Hanzi.

21
22 19. (Original) A mobile device as recited in claim 17, further
23 comprising an association module that automatically presents the language
24 characters as the user depresses individual keys.

1 20. (Original) A mobile device as recited in claim 17, embodied as a
2 mobile phone.

3
4 21. (Original) A mobile device, comprising:
5 a keypad of number keys, the number keys having associated letters of an
6 alphabet;
7 an association module that associates a key sequence with language
8 characters that are not part of the alphabet; and
9 a display to present the possible language characters as the user depresses
10 individual keys based on the key sequence.

11
12 22. (Original) A mobile device as recited in claim 21, wherein the
13 alphabet is an English alphabet and the language characters are Chinese Hanzi.

14
15 23. (Original) A mobile device as recited in claim 21, embodied as a
16 mobile phone.

17
18 24. (Once Amended) A mobile device, comprising:
19 a keypad of number keys, the number keys having associated letters of an
20 alphabet;
21 a language system to receive an input string of letters from the alphabet
22 entered via associated number keys of the keypad, where the input string of letters
23 that is representative of one or more phonetic characters, and to convert the
24 phonetic characters to language characters that are not part of the alphabet using a

1 statistical language model that utilizes at least one neighboring word in a common
2 sentence; and

3 a display to present the language characters for user selection.

4
5 25. (Original) A mobile device as recited in claim 24, wherein the
6 alphabet is an English alphabet and the language characters are Chinese Hanzi.

7
8 26. (Original) A mobile device as recited in claim 24, embodied as a
9 mobile phone.

10
11 27. (Original) A system comprising:
12 a resident language model residing on a mobile device to convert phonetic
13 characters input into the mobile device into language characters using a first
14 statistical language model; and

15 a nonresident language model residing on a server remote from the mobile
16 device, the nonresident language model being configured to convert the phonetic
17 characters into the language characters using a second statistical language model.

18
19 28. (Original) A system as recited in claim 27, wherein the first
20 statistical language model is a character-based bigram language model and the
21 second statistical language model is a word-based N-gram language model, where
22 $N > 2$.

23
24 29. (Original) A method comprising:
25 receiving an input string entered via a keypad;

1 presenting likely language characters based on the input string; and
2 facilitating continued entry of the input string and selection of a suitable
3 language character without switching modes between input and selection.

4

5 30. (Original) A method as recited in claim 29, wherein the language
6 characters are Chinese Hanzi.

7

8 31. (Original) A method as recited in claim 29, further comprising
9 indexing the likely characters when presented in a manner that associates certain
10 keys of the keypad with the language characters so that user entry of a certain key
11 results in a selection and user entry of a non-certain key results in further input.

12

13 32. (Original) A method as recited in claim 29, further comprising:
14 associating key entries with the language characters; and
15 presenting the likely language characters intended by the user as the user
16 depresses individual keys.

17

18 33. (Original) A method as recited in claim 29, further comprising
19 deriving the language characters using a context-based statistical language model.

20

21 34. (Original) A method as recited in claim 29, further comprising
22 detecting surnames in the input string.

23

24 35. (Original) A method as recited in claim 29, further comprising
25 detecting first names in the input string.

1
2 36. (Original) A computer-readable medium storing computer-
3 executable instructions that, when executed on a processor, perform the method as
4 recited in claim 29.

5
6 37. (Original) One or more computer-readable media having stored
7 thereon a plurality of instructions that, when executed by one or more processors
8 of a computer, causes the one or more processors to perform acts including:

9 receiving an input string entered via a numeric-based keypad where number
10 keys in the keypad have associated letters in an alphabet, the input string being
11 representative of one or more phonetic characters;

12 converting the input string of phonetic characters to possible language
13 characters that are not part of the alphabet; and

14 presenting the language characters using an index that associates selection
15 keys of the keypad with the language characters, the selection keys being chosen
16 based on whether the letters associated with the selection keys are likely to follow
17 the phonetic characters already entered.

18
19 38. (Original) One or more computer-readable media as recited in claim
20 37, wherein the phonetic characters are Chinese Pinyin and the language
21 characters are Chinese Hanzi.

22
23 39. (Once Amended) One or more computer-readable media as recited
24 in claim 37, wherein the plurality of instructions further cause the one or more

processors to perform acts including selecting one of the selection keys to
selection select one of the language characters.

40. (Original) One or more computer-readable media as recited in claim
37, wherein the plurality of instructions further cause the one or more processors
to perform acts including selecting a key that is not a selection key to continue the
input string.

41. (Original) One or more computer-readable media as recited in claim
37, wherein the plurality of instructions further cause the one or more processors
to perform acts including:

associating key entries with the language characters; and
presenting the likely language characters intended by the user as the user
depresses individual keys.

42. (Original) One or more computer-readable media as recited in claim
37, wherein the plurality of instructions further cause the one or more processors
to perform acts including deriving the language characters using a context-based
statistical language model.

43. (Original) One or more computer-readable media as recited in claim
37, wherein the plurality of instructions further cause the one or more processors
to perform acts including detecting surnames in the input string.

1 44. (Original) One or more computer-readable media as recited in claim
2 37, wherein the plurality of instructions further cause the one or more processors
3 to perform acts including detecting first names in the input string.

4
5 45. (Original) A method comprising:
6 facilitating entry of phonetic characters via discrete keys of a keypad; and
7 generating possible language characters intended by the user based on a key
8 sequence entered on the keypad in lieu of converting the phonetic characters to the
9 language characters.

10
11 46. (Original) A computer-readable medium storing computer-
12 executable instructions that, when executed on a processor, perform the method as
13 recited in claim 45.

14
15 47. (Original) A method comprising:
16 receiving key entries entered via a numeric-based keypad where number
17 keys in the keypad have associated letters;
18 associating strings of key entries with language characters that are different
19 than the letters; and
20 presenting likely language characters intended by the user as the user
21 depresses individual keys.

22
23 48. (Original) A computer-readable medium storing computer-
24 executable instructions that, when executed on a processor, perform the method as
25 recited in claim 47.

1
2 **49. (Once Amended) A method comprising:**

3 receiving an input string of letters entered via a numeric-based keypad
4 where number keys in the keypad have associated letters, the input string of letters
5 being representative of one or more phonetic characters;

6 converting the input string of letters that represent the phonetic characters
7 to possible language characters based upon a context of at least one word in a
8 sentence within which the input string is a part; and

9 presenting the possible language characters for selection by the user.

10
11 **50. (Original) A computer-readable medium storing computer-**
12 **executable instructions that, when executed on a processor, perform the method as**
13 **recited in claim 49.**

14
15 **51. (Original) A method comprising:**

16 receiving an input string entered via a keypad on a mobile device;

17 sending the input string to a remote server;

18 generating likely language characters based on the input string at the remote
19 server; and

20 returning the likely language characters to the mobile device for display.

21
22 **52. (New) A mobile device, comprising:**

23 a keypad of number keys, the number keys having associated letters of an
24 alphabet;

1 a language system to receive an input string of letters from the alphabet
2 entered via associated number keys of the keypad, where the input string of letters
3 is representative of one or more phonetic characters, and to generate likely
4 language characters based on the input string; and
5 a display to present the likely language characters for user selection.

6
7 53. (New) A mobile device as recited in claim 52, wherein the likely
8 language characters are presented on the display in an index that associates
9 selection keys of the keypad with the language characters so that user entry of a
10 selection key results in a selection of a corresponding language character and user
11 entry of a non-selection key results in further input.

12
13 54. (New) A mobile device as recited in claim 52, wherein the likely
14 language characters are presented on the display in an index that associates
15 selection keys of the keypad with the language characters, the selection keys being
16 selected based on whether the letters associated therewith follow the phonetic
17 characters already entered.

18
19 55. (New) A mobile device as recited in claim 52, wherein the language
20 system includes an association module that automatically presents the language
21 characters as the user depresses individual keys.

22
23 56. (New) A mobile device as recited in claim 52, wherein the language
24 system includes a sentence-based search engine to derive the language characters

1 based on context of the input string within one or more words of a common
2 sentence.

3
4 57. (New) A mobile device as recited in claim 52, wherein the language
5 system includes a language model to statistically derive the language characters.

6
7 58. (New) A mobile device as recited in claim 52, wherein the language
8 system includes a character-based bigram language model and a word-based N-
9 gram language model, where $N > 2$.

10
11 59. (New) A mobile device as recited in claim 52, wherein the language
12 system includes a direct key-based search engine that generates the language
13 characters based on a key sequence entered on the keypad.

14
15 60. (New) A mobile device as recited in claim 52, embodied as a mobile
16 phone.